

MilAtari Ltd. Edition

*The Milwaukee Area
Atari Users Group*

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MilAtari Dates:

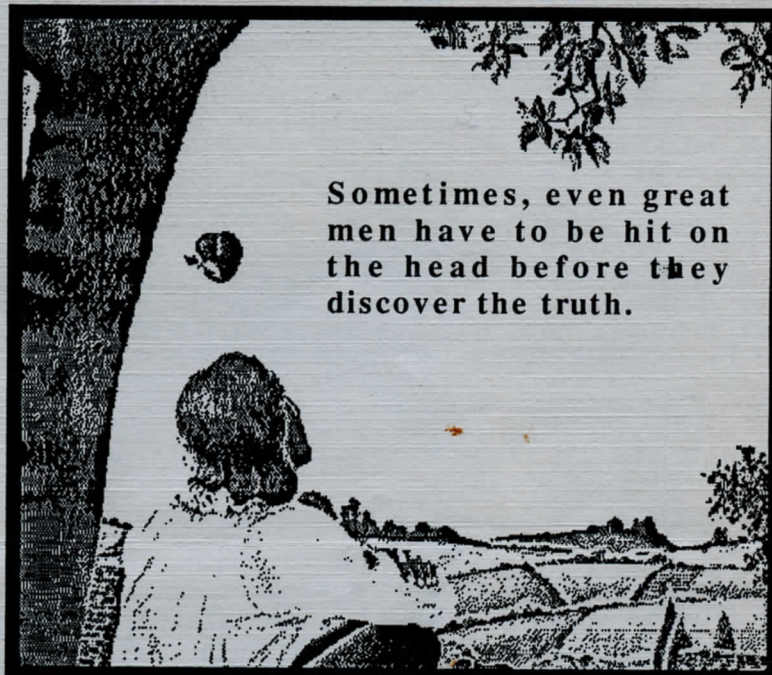
January Meeting
Saturday, Jan. 16th
12:00 Noon
UWM • Curtin Hall
Room 175

.

MilAtari Board Meeting
Sunday, Jan. 24th
7:30pm
Shakey's Pizza
96th & National

.

February Meeting
Annual SwapFest!
Saturday, Feb. 20th
12:00 Noon
UWM • Curtin Hall
Room 175



Sometimes, even great
men have to be hit on
the head before they
discover the truth.

Quake, Rattle & Roll!

Inside, Ron Friedel lays the
groundwork for turning an 8-Bit
into a seismic recorder!

Also inside:

First Byte's MathTalk - Good Stuff!
Life at 2400 baud with Rich Dankert
A "Second Look" at the Atari SX212
New MilAtari PD Library Disks
and a lot more!

From the President

1987 is gone. It is now time to look forward to the things that can be accomplished if we all work together to make MilAtari the best user group in the country. I do believe that 1988 is our year to grow and to gain more prestige from people locally and nationally. Our newsletter is second to only Current Notes, (which is put out by more than one user group). Our BBS is state of the art for everybody's convenience and it will hopefully have a hard drive on line before January next year. The SIG's are going full speed ahead and are teaching our members who attend them, the basics, programming, and when there is enough interest in the finer points of some of the business software, we will have a business SIG to help members learn to have their machines do their business work for them. Some of the things to look forward to this year are; A newdisk for sale with all of the extra information that we can't afford to put in the newsletter (reprints, info from GENIE, etc.), the continued support from major software companies and, of course, a continuing relationship with local vendors that have always given us their support (please return this favor by patronizing their businesses). Also in the works, having display booths in some of the shopping malls (Provided I can get volunteers to man and/or woman the booths). Of course there will be the usual functions that you as a member have come to expect from MilAtari Ltd.

Now I would like to discuss a matter that once again has come to my attention and I feel obligated to address. This will be the last time that I will allow myself to feel that I must defend the actions of myself and/or the other people who have volunteered their time and hard work to make this club more enjoyable for everyone. MilAtari is dedicated to all Atari products and is in existence to offer information and support to its members. The problem seems to be that some people, both in the club and outside, don't think that MilAtari is offering enough support to the owners of the 8-Bit machines, but don't feel obligated to do anything else but complain. Not one of these people have even offered a suggestion to correct the problems that they obviously see or volunteered any help at all. The best that I have heard is "start an Action SIG". This, came from a person who was fairly knowledgeable in the Action language. When I told him that at the moment I did not have a person knowledgeable enough to teach such a class, and suggested that maybe he could teach what he knew about the language, he flatly said "NO." It seems some of these same people want to start their own user group. All I have to say to them is; GOOD, GO FOR IT! Perhaps then they would appreciate all of the hard work and self-sacrifice that goes into the making of a good user group, and maybe, just maybe, it would stop their criticism that they seem so fond of and let us work to make our club better than ever. I wish to thank all of the members that have been supportive of MilAtari and assure them that we shall continue to grow.

Bruce Welsch
President, MilAtari Ltd.

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MilAtari News

What's happening with your User Group

January Meeting:
Saturday, January 16th, 1988
12:00 Noon • UWM
Curtin Hall • Room 175

Things to look for at our January meeting include; The January PD Bonanza featuring the 8-bit library catalog disk, David Mumper's new 8-bit shareware sector copier, 5 new ST PD games disks, David and Michelle Gross will take us all on a tour of Foresight Resources' Drafix1/ST, serious CAD for the 16-Bit machines, new additions to the Copyright Library, plus a whole lot more. If you need directions to Curtin Hall, just call one of the officers listed on the inside back cover, they'll be happy to help!

Official Notice

Pursuant to the By-Laws of MilAtari Ltd., official notice is hereby given that the general meeting in March will include a vote by the general membership on revisions to the MilAtari By-Laws. In accordance with the current By-Laws, the general membership shall receive a copy of the revisions in February, included in the pages of this newsletter.

Official Notice

Effective immediately, the new address for MilAtari Ltd. is:

MilAtari Ltd. P.O. Box 14038 West Allis, WI 53214

Please change your records accordingly.

Coming in February: The Annual MilAtari SwapFest!

Have some old software or hardware laying around that you'd like to get dispose of and make a few bucks in the process? The MilAtari SwapFest is your answer! Simply bring your computer-related items to the February meeting, slap on a price tag, and start haggling.

Here's a few things you need to keep in mind:

- Only MilAtari members may display items for sale.
- Tables will be available on a first come, first served basis.
- All items offered for sale should be computer-related.
- Any non-working items, must be labeled as such.

Per federal copyright laws and individual licensing agreements, only original software disks and documentation may be resold. Absolutely NO copies may be sold whatsoever. This will be strictly enforced.

Whole Lotta Shakin' Goin' On!

An 8-Bit Application by Ron Friedel

Many of us have recently purchased an ST or maybe even a Mega. Some of us, especially the long time Atari computer users, still have our old 8-bit systems just gathering dust. We either didn't want to sell the system or give it away to a friend or relative. So it just sits there. Put it to work!

One very good use for a computer is as the central component of a home security system. I have seen power controllers and other interface devices advertised in a number of publications. Some of these devices are available at very reasonable prices from discounters and liquidators. Another good use would be to have your computer run your model train railroad layout. Still another use would be to have an automated recording weather station. You might then even get so fancy as to have your computer control your sprinkler system so that your lawn and garden would get the 1 inch of rain or water that is generally recommended. I have another use for my old 800 and/or 800XL.

I work as an electronics technician in the Geology Department at the University of Wisconsin - Milwaukee. I have a B.S. in Physics and extensive graduate work in Geophysics. Over the years, I have developed an interest in the recording of earthquakes.

Since September of 1972 we of the Geology Department have had a earthquake recording system in operation. This is an analog system consisting of a seismometer, a signal amplifier, a recording pen motor amplifier and a drum recorder. The seismometer is a very low frequency ground motion detector that has an electrical signal as its output. The drum recorder is a modified strip chart recorder that has a long strip of paper wrapped around a horizontal cylinder that turns at a constant rate with a pen, either ink writing or thermal writing, being translated or dragged across the paper at a controlled rate in a horizontal direction. The recording paper must be replaced every day with a clean sheet of paper. Our present system has 3 drum recorders in operation so that means that since 1972 we have gone through lots of paper!

On an average, we record about 10 earthquakes per week from throughout the world. Most of these records simply indicate that an earthquake occurred somewhere in the world but the gain of the system is so low that not much analysis of the records can be done. Now, you might ask; why not turn up the gain? The reason you can't easily do this on an analog system is that there are times when a distant earthquake is so strongly recorded in Milwaukee that the recording pens get bent from trying to swing too far. You also try to adjust the gain so that the background noise from your location is not too great. Our system at UW-M is in a relatively noisy location being close to Lake Michigan (vibrations from waves especially during storms), people and classroom noise, traffic noise, and even wind noise (the wind rocks our building during storms even though it is built like an old stone fortress).

The figures in this article are greatly reduced copies of our recordings of two recent California earthquakes that were in the news. Figure 1 shows the recording of the Los Angeles Earthquake of 10/01/87.

This earthquake had a Richter Magnitude of around 5.8. Figure 2 shows a recording of a larger earthquake, Richter Magnitude of about 6.4, that happened near Westmorland, California. Westmorland is about 85 miles ENE of San Diego. The Westmorland earthquake, though stronger than the one in Los Angeles, was not in the news as much because it didn't occur in a major population center. Unfortunately, you only read and hear about those earthquakes that cause injury and death. There are others happening all the time, many even larger, that you thankfully hear nothing about.

I need to here give a short explanation of Richter Magnitude. This is a measurement method that was thought up by Charley Richter in 1935 to try to put some number on the verbal description of an earthquake. He looked at a number of recordings from California earthquakes and noticed that the size of the record varied directly with the reported damage from the earthquake (e.g., those that were felt more strongly gave larger recordings). He also found out that the record amplitude (size) was smaller the further away from the earthquake. Also the size of the recording depends upon the overall gain of the recording system.

Richter came up with an equation into which you "plug in" the measured amplitude of the earthquake as recorded by your seismograph, the distance to the earthquake (which can be figured from the recording if you know what you are doing and are lucky), and the overall gain of your system. The Magnitude scale is logarithmic to the base 10. This means that the recording of a Magnitude 6 earthquake should be 10 times greater in amplitude than that of a Magnitude 5 quake, assuming both quakes happened at the same place. Magnitude 1 was set to be the size of an earthquake that caused a deflection of 1 mm (I think) on a recorder 100 Km away from the quake.

The Richter scale, with modern instruments, runs from about a-3 on the low end, with the upper limit essentially open ended. The largest quakes recorded so far have had an amplitude of 8.9. (You probably have never heard of these, their epicenter, or location, was in the ocean and didn't hurt anyone.) Mexico City, 1985, was 8.1; San Francisco, 1906, was 8.3; and Anchorage, 1964, was 8.4. The Westmorland quake should give a recording that has about 6 times the amplitude of the Los Angeles earthquake. You can approximately see this on the figures.

What this all means is that if you set the gain of your system to detect Magnitude 5 events from California, you will be extremely overloaded if an 8 comes in. The recorded size of an 8 would be 1000 times larger than a 5. This results in bent recording pens and extremely "clipped" records. The "clipped" records are almost unusable. This is just the same as trying to tape record music and setting the recorded gain too high. "Muddy" or bad music is the result. This is where a computer might help us.

Use the computer as a digital tape recorder. The seismometer signals are generally filtered so that frequencies greater than about 10Hz are filtered out. The seismometer that produced our records cut off almost

everything above 1Hz. In fact, they are most responsive to those ground motions having a period of 20 seconds. As a result, this type of application could be handled by BASIC and the input to the computer would probably be through the joystick port (or ports). You would have a problem with resolution and overloading if you were restricted to one channel only. 8-bits only gives 255 steps, but you have 4 or 8 paddle inputs to play with. So you could split the signal through a series of amplifiers of differing gains and save the signal in different parts of the computer RAM. Alternatively, you could investigate double precision words which may give enough dynamic range.

I have an article from the Journal of Geological Education in which the author, Gary Barker, implemented such a system using an Apple II and an 8-bit I/O board from Applied Engineering. His program is in BASIC with CALLs to the I/O board for data. He has written the program so that SAVes to disk are done hourly. He also flags records by writing his program to identify certain events as real and not noise. Such a flagging procedure would be based upon amplitude and length of signal. For instance, you probably would not be interested in flagging all the single cycle noise pulses that get into the system on occasion. He is now trying to figure out a way to put a clock on the system. Our Ataris have built in clocks; we need to be able to program so that we can reset the clock daily to real time and detect the time difference from real time before the next reset. Barker also can play back the recording on an Apple Hi Res screen (like GR. 8 screen) and do a screen dump to his printer.

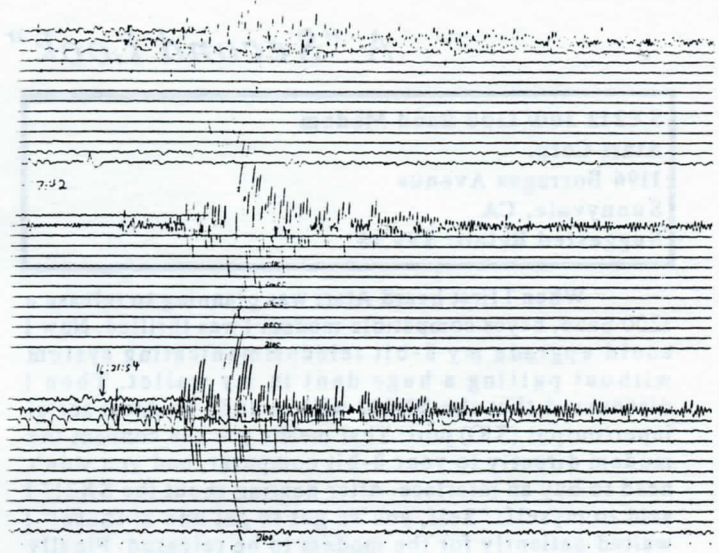
An article, published in Scientific American in the July, 1979 issue called, "How to build a simple seismograph to record earthquake waves at home", by Jearl Walker, will give you a good introduction to the construction of a home-made system. A small company in Minnesota sells interface devices for the 8-bit Atari systems for those of you that would prefer not to build your own equipment. They sell something called the "Real World Reader" for \$39 that plugs into your joystick ports. Their name and address is:

IPM
P.O. Box 23123
Richfield, MN 55423

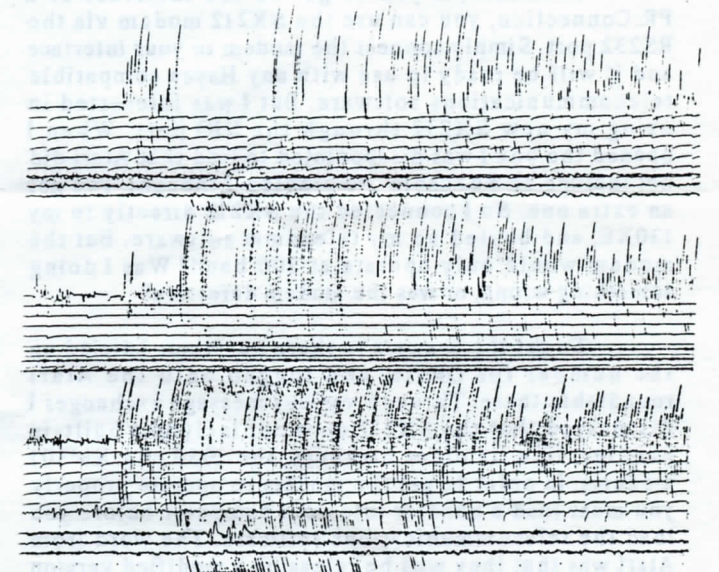
I am willing to send xerox copies of all the materials I have collected to anyone writing me. Please send a self addressed stamped envelope (with 2 stamps) and 50 cents to cover the cost of copying.

Ron Friedel
8057 N. 45th Street
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I will hopefully write another article in the future describing an operating Atari system and showing some records. Your feedback would be greatly appreciated.



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2



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The SX212 Modem On An 8-Bit Atari

A "Second Look" by Jonathan Bloy

SX212 300/1200 Baud Modem

Atari Corp.

1196 Borregas Avenue

Sunnyvale, CA

Suggested Retail: \$99.95

When I first heard Atari was planning to release a 1200 baud, Hayes compatible modem I was thrilled. Now I could upgrade my 8-bit telecommunicating system without putting a huge dent in my wallet. Then I discovered that the SX212 will include an Atari serial input/output (SIO) port. That means you can connect the modem directly to your 8-bit computer, and you won't need to buy an interface. After hearing about the SX212 I said to myself; "Self, you've got to get one of those!" I waited patiently for the modem to be released. Finally after several months of waiting I was opening the package of my new modem.

Of course, if you've got an 850 interface or a PR:Connection, you can use the SX212 modem via the RS232 port. Simply connect the modem to your interface and it will be ready to use with any Hayes compatible telecommunications software. But I was interested in using my new SX212 through the SIO port. When I opened the box I was disappointed to find that Atari did not include an SIO cable. No problem I thought, I've got an extra one. So I connected the SX212 directly to my 130XE, and booted up my telecomm software. But the modem would only operate at 300 baud! Was I doing something wrong, or was the modem defective?

To get the answers to these questions I dialed up the number for GENie, and logged onto the Atari roundtable there. Through various message exchanges I discovered that the SX212 does not include a built-in handler, like its older brothers, the 1030 and XM301 modems. In order to get the modem to operate properly you must load a handler into your computer before you load the telecommunications software. The word from Atari was that they will be releasing a modified version of Keith Ledbetter's Express (along with a SIO cable), that will work with the new modem. The expected release date for this package, which is called SX Express, is now the first quarter of 1988.

But I wanted to use my new 1200 baud modem now. Thanks to members of the Seattle Puget Sound Atari Computer Enthusiasts (S*P*A*C*E), I can. They have written (and put into the public domain) several handlers that will allow a directly connected SX212 to work with popular telecommunications software for Atari 8-bits, including Amodem and 850 Express.

I am currently using my SX212 modem with 850 Express, and I am very happy with its performance. The handler that will allow the modem to work with 850 Express is currently available for download in the Atari Forum room of the MilAtari BBS, (filename SXHANDLER.ARC). The file includes short instructions

on using the handler which I will go over here.

First of all you'll need a copy of the handler and version 3 of 850 Express (which is available in the MilAtari Public Domain library). Copy the handler file and 850 Express to the disk you want to use. Rename the handler file AUTORUN.SYS. Next copy/append 850 Express to the AUTORUN.SYS file. In DOS 2.5 you would press C (for copy), then type:

D:850EXPRS.OBJ,AUTORUN.SYS/A

The "/"A" tells DOS to append or add-on the express file to the autorun file. Now boot the disk with the AUTORUN.SYS file, and you're ready to telecommunicate in 1200 baud!

I've been using the above set-up with my SX212 modem and 130XE computer for almost a month now with no problems. I am very happy with the way my new modem performs. You might say I'm almost too happy (you should see my phone bills!) I would recommend it to anyone considering upgrading, their 8-bit, 300 baud system, or anyone considering entering the world of telecommunications.

The MilAtari "Second Look"

This month, we've brought you a feature which we hope to be able to bring you often, the Second Look. On certain hardware and software of significance, we'll make every effort to bring you at least two different reviews of the product to ensure that every attempt is made to give you an accurate analysis of their performance. The whole purpose of reviews in this newsletter is to act as a guide to those who are considering the purchase of these items. As is the case here with the Atari SX212, both reviews may be favorable. The other side of the coin is also possible.

Obviously, we can't do this for everything we review, but as a general rule of thumb, anything that runs over \$50.00 is a candidate for the "Second Look". I may be old fashioned, but I still think fifty bucks is a lot of money. As such, if we can find a lemon, or perhaps reinstate an item into the "useful" category in the process, then the space is well spent.

So, be on the lookout for items you have that have been reviewed in these pages. If there's something you think we should know about that hasn't been covered, by all means let us know. We can all benefit from each other's experiences.

Next month, MilAtari past-President Ron Friedel clues us in on some ways to get more out of TimeWorks' WordWriter ST.

Ed.

Life In The Fast Lane

A Hardware Review by Richard Dankert

The PM2400SA 2400 Baud Modem
Practical Peripherals
31245 La Baya Drive
Westlake Village, CA. 91362
Toll Free # 1-800-641-6314
Price as tested \$194.00 +tax

As most of our readers may remember, I wrote an article for the newsletter for this past December on the new Atari SX-212 modem. This time, another modem, and another speed.

300 Bps is good. 1200 Bps is better. 2400 Bps is great! How many of you have started out at 300 Bps (I did) and then made the logical upgrade to 1200 Bps? By now you've gotten rather used to 1200 Bps, and can read most of what flies by at 1200 and are thinking about what 2400 would be like. Well, I can say that 2400 is great, and since the first time that I had seen 2400 Bps, I was bitten by the bug and just had to get one. It's something that I really do not regret, especially at the price listed above.

This modem is 100% Hayes compatible, and I don't just mean in the AT command set either! All your commands can be entered in either upper case or lower case as you see fit and the modem will respond without query. The PM2400SA has all the Hayes command structure commands and then some. It will support 300, 1200 or 2400 Bps operation, but non-standard rates are not handled "out of the box." I talked to Practical via their toll free number and found out the answers to questions that I had lingering in my head.

Can the modem be made to adapt to the non-standard baud rates? YES, was the reply, though it will take a chip modification. The reasoning behind this is because virtually all modem users do not need these rates, so they were not included as is.

What is the bit error rate? Bit error rate is how many bits the modem will pass before it fails to pass one correctly. The answer was not concrete, but here is what I got. The PM2400SA modem, has an automatic noise reduction circuit built in, so it will handle some pretty noisy lines, and this is something that I can attest to. When the BBS was having troubles when we had all that rain, both lines to the house were noisy as all get out. The Avatex 1200 wouldn't work on the BBS line, or mine for that matter, but the PM2400SA worked, without giving me all that noise that most modem users are by now accustomed to. So, even though I did not get a number from them, I can say that the modem will work under pretty heavy line noise.

To be fair, I can say that extremely noisy line conditions will effect the modem, as I do know of one instance, but even then, the modem dialed out, connected and worked, whereas the Avatex and some others would not even function.

The modem comes with the *full* S register set that is completely programable. However, a few registers are not able to be saved in the non-volatile memory that the PM2400SA has inside. The registers will allow you

to operate the modem in either asynchronous mode *or* synchronous mode. For the most part 99% of all applications will require asynchronous mode of operation, but it's nice to know that if one must, synchronous mode is possible.

There are no DIP switches on the outside of this modem, as they are all able to be set/programmed via the S registers. The modem has a built-in speaker and is software selectable for three volume levels, plus it can be turned off if you so desire. The modem has seven LED's onboard which indicate speed, auto answer mode, off hook, carrier detect, receive data, transmit data and modem ready, which lights after the modem goes through it's self test. Basically, just another way of saying that the power is turned on. These are standard indicator's.

The modem has what is known as Non-Volatile Memory within it. You can store up to two additional sets of modem configurations besides the one that is factory set in ROM. In this memory you can also store as many as 4 numbers that the modem will remember, whether the power is on or off. The numbers stored can contain up to 36 characters, which is more than adequate for most applications.

Another thing that bears mentioning is the warranty. The warranty on the modem is five years, unconditional, unless the modem was physically damaged. This is something that I look for in a manufacturer of anything. Just how well are they willing to stand behind their product? Five years, I believe, says quite a bit.

The modem comes with a complete manual which spells out everything from setting the modem up to programming the modem to your tastes. Full documentation of the S registers and the Non-Volatile memory, and how to write to it is also explained. It is written in such a way, that even first time modem user will be able to understand what is being said. This is another big plus for this modem.

What don't I like about the modem? In a word; NOTHING. I love this modem and would recommend it to anyone that is in the market for a modem to attach to their system.

I could go on more about what this modem has to offer, but with what I have stated in this article, I think that you can agree, that this is one modem that is worth the time to check out.

If you have any questions about this modem, I can, as always, be contacted on our BBS line and would be more than happy to answer your questions or you can call Practical Peripherals direct via their toll free number listed above and talk directly to a salesperson. Either way, if your thinking 2400 Bps, or just looking for one heckuva modem, you owe it to yourself to look into this one.

Rich

Electronic Arts' Gridiron Football

An ST Review by Bob Carpenter

Gridiron Football Version 1.2
Bethesda Softworks
Distributed by Electronic Arts
Suggested Retail: \$49.95

I was interested to see this program as this is the first truly strategy-based football game for the ST. I do not count GFL Championship Football because the whole game relies on your reflexes. Gridiron opens with a picture of a football player being tackled while playing the National Anthem and the ensuing crowd noise. Both the National Anthem and the crowd noise are digitized. After the program is finished with its' initial loading, the program then asks you for a validation code from the back 6 pages of the manual. If the code is correct, the program finishes loading. Unfortunately, the disk itself also seems to be copy protected on top of this, which means that you must use the original disk instead of a backup.

You must now set the following options: Length of quarter (5, 10, or 15 minutes), 1 or 2 players, standard or user created plays, standard or user created teams, and the inclusion of random penalties and fumbles. In case you are wondering, if you want to use actual NFL teams instead of their standard team, you can buy a separate NFL team disk for \$19.95.

Now that you are ready to kickoff, you will notice that the players don't have real forms like GFL. The

"players" are actually just solid circles, but the extra time seemed to be spent on the strategy, instead of the graphics. You select the play to run with the mouse. Once the play is selected, the quarterback yells "Hut, Hut, Hut" (nice digitized touch) and when the line hits each other, you hear the grunting. The mouse is used for directing the players either on the run or the pass. The hardest thing is learning how to hand off to a running back. In running the plays it takes time to be able to execute the plays crisply. However, it is nowhere as hard to control the players as in GFL.

If you are lucky enough to score a touchdown, you will be treated first to watching your players congratulating each other in the end zone while your opponent's players walk slowly to the opposite end zone. The program will then load a screen that shows a player spiking the football and shows either "Hi Mom" or "Hi Dad" in the background depending on who scored.

The program overall is excellently done. It's nice to see EA bring out a good program occasionally, even if it isn't theirs. One note to single sided disk drive users: the disk comes on one double-sided disk, if you only have single-sided drives, send in your double-sided disk and Bethesda Softworks will replace, for free, the double-sided disk with 2 single-sided disks. Now if EA would only release Earl Weaver Baseball for the ST, I'd be all set.

ArtWorx' Bridge 5.0

An ST Review by Dr. Armin Baier, Septuagenarian

Bridge 5.0
ArtWorx Software Co., Inc.
1844 Pennfield Road
Pennfield, NY 14526
Suggested Retail: \$25.95

Bridge 5.0 is the newest instructional bridge game for the ST. It has a much better display of card faces than are on Bridge 4.0. It is loaded directly from the game disk rather than first booting Basic and then inserting the program, as is the procedure in 4.0. Execution of all steps and procedures within the game are now very fast.

There are several options for producing a game. These include setting up a hand of your own selection of cards, inserting a deal of cards from another program or tournament, and computer randomized hands, with or without high card/distribution specification for the opening or south hand. Hands can also be saved for subsequent retrieval.

Bidding can be done individually from the south hand, or the computer can suggest the standard or "correct" bid for each level. Play can also be done from the south hand commanding each level of play, or with the computer instructing the south hand as to the correct play for each round. As in bidding, an AUTO mode is

available so that one can have the computer select the next card to play.

At any stage of the game at south's turn, south may wrap up a hand in a number of ways. Options are; terminating the hand without affecting the score, ending play and awarding all remaining tricks, and conceding, where play and all remaining tricks are awarded to your computer opponent. After wrapping up a game, the hands may be replayed, shown, or saved for later retrieval.

For the avid bridge fan, there are things to watch out for. For instance there is no way to redouble, either by south or by the opponents. The computer is too "timid" and does not open or advance bidding by south or the opponents other than raise one level, even if the bidder has a high card/distribution points. And, most hands are played at too low or "safe" a level in both auto and manual modes.

All in all, it is a good game for beginners or intermediate players and includes fairly good instructions for bidding and playing hands. The ability to save and replay instructive hands is an excellent feature and successive players can play the same hand for comparison of their skill and style. At \$25.95, the price is reasonable, especially for this improved instructional program.

Drafix 1. Turn your ST into a powerful CAD tool for just \$195.

Low-cost, high performance CAD software is finally available for your ST. Drafix 1 for just \$195.

The first serious CAD package for the ST.

Drafix 1 is loaded with drawing, designing and editing functions that Atari users have never seen before.

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- Draw lines, arcs, circles, pointmarkers, polygons and ellipses. Select any of 16 pens, 256 layers, 8 line types, 32 point marker types, 14 cross hatch patterns and solid fill for tremendous design versatility.
- Flexible automatic dimensioning of lines, angles and arcs in the alignment that's best adapted to your workstyle.
- Draw in English or metric units.
- Automatic calculation of areas and perimeters.
- Precise positioning using snap modes.
- Use ortho lock to draw vertical, horizontal or normal lines.

- Keyboard input optional in absolute, relative and polar coordinates allows you to draw to the precision of .0000001 accuracy.
 - Powerful editing function that lets you stretch, shorten, trim, bevel, round and fillet, erase, unerase and more.
 - Transform and copy commands allow copying, moving, rotating and alignment of items. Mirror objects about any axis and merge drawings together for true computerized cut and paste.
 - Symbols can be created and stored for later recall. They can be cataloged in directories for easy accessibility.
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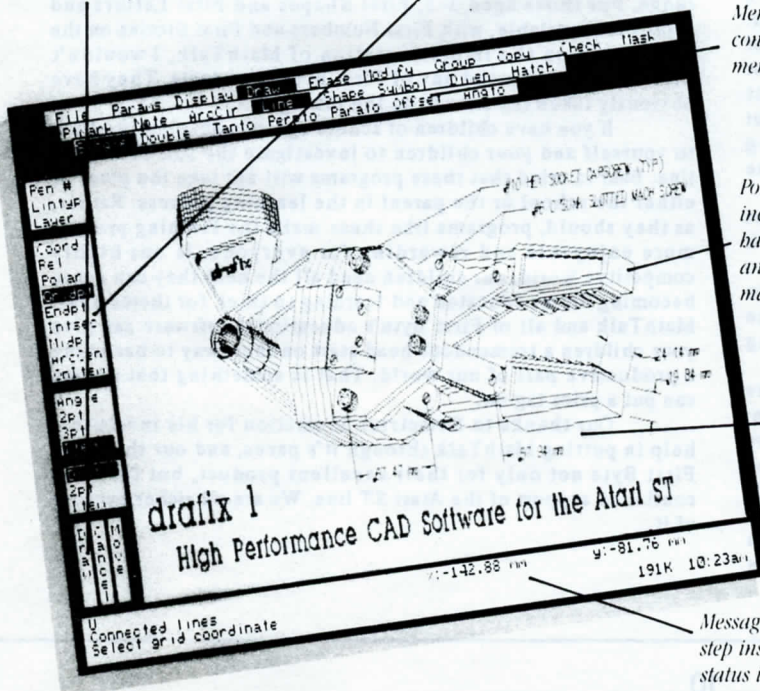
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Micro-D/Santa Ana, CA/1-800-MICROD1

First Byte's MathTalk

An ST Review by Jim Morales, Editor

MathTalk
First Byte Inc.
2845 Temple Avenue
Long Beach, CA 90806
Suggested Retail: \$49.95

"Eureka, I've found it!" These immortal words of discovery, while not original, are extremely appropriate when looking over MathTalk from First Byte. For the longest time, for whatever reason, there has been a serious dearth of excellent educational software for the Atari line of computers. Perhaps a few definitions are in order at the onset. "Educational" in this instance meaning; "Software designed to assist students in the learning process." "Excellent" meaning; "Totally thought out with an eye towards getting the absolute maximum from the machine's capabilities".

With those definitions in mind, there is absolutely no doubt that First Byte has set a benchmark by which all future educational software releases for the ST should be measured. If you're allergic to superlatives, perhaps I should caution you that you're about to encounter a great many of them. First Byte has done a magnificent job in identifying the needs of pre-school and elementary students and has delivered, in MathTalk, a means of meeting those needs. In fact, with a whole line of educational software in their stable, First Byte may well be the de facto standard for Atari ST educational programs for youngsters.

MathTalk, part of First Byte's "Talking Notebook" series, is just about as close to a "personal tutor" as you can get without having to lay out the cash for the real McCoy. By integrating their "SmoothTalker" speech synthesis with a series of outstanding math drills and challenges, MathTalk provides a student with something they may not necessarily get in school, the desire to learn. Challenging, yet friendly, MathTalk provides the parent with the perfect vehicle for not only getting their child involved with computers, but also with the ability to assist their child in mastering an area in which, according to the experts, US children are sadly lacking; Math.

Comprised of several modules smoothly integrated into a modified GEM environment, MathTalk has totally removed any chance of the computer being "imposing" or "intimidating" to a youngster. Math is, after all, intimidating enough all by itself. Instead, this program makes it fun and comfortable to strive for excellence. Much has been said about of late about the need for a "comfort level" in the educational process. Apparently First Byte has taken this to heart, and you may rest assured that MathTalk not only puts the child at ease in a learning environment, but actually creates an atmosphere whereby the child is encouraged to learn.

As an example of this, we recruited the assistance of MilAtari member Demetrius Stomatiou in putting MathTalk through it's paces. Wisely, Demetrius recruited a youngster to assist him. Without going into too much detail, it is sufficient to say that in short order the challenge was not to get the youngster to use the program, but rather to get him to stop using it! That speaks for itself.

On the technical side, MathTalk provides youngsters with the ability to practice elementary math in addition, subtraction, multiplication and division. Several methods are used to implement the learning process from timed challenges in Table Talk, to a simulated calculator for working through "missed" problems. As rule, reviewers of software have a tendency to explain each function and describe it in detail. In this case, I would submit that the details are not as important as the end result, and that is what I intend to dwell on.

Perhaps the single greatest feature of MathTalk is it's ability to allow the user to work with the actual math problems he/she receives in school. Rather than attempt to guess what each individual teacher might have in store, First Byte correctly chose to allow either the student or parent to enter practice problems directly from the child's homework. This single feature, while apparently very simple, is extremely important. It accomplishes a number of things: First, and perhaps foremost, it gives the parent the opportunity to not only monitor the child's progress, but to actually become part of the learning process as well. Parental involvement is something that educators have been talking about for some time now. Secondly, by working on problems that they will be going over in class, MathTalk remains a viable program throughout the child's elementary education. Talk about value for your money! Thirdly, by allowing mastery of actual problems that the student will face in a peer group situation, MathTalk gives the child something that is absolutely invaluable, confidence. The importance of this cannot be understated. Once a child begins to confidently interact in the classroom, the learning process becomes something that the child looks forward to, rather than dreads. By building that confidence and the desire to learn at a young age, especially in the area of Math, the stage is set for excellent results throughout the course of the child's schooling. Here again, it is the concepts of what the program accomplishes, rather than the details of how the program works that are paramount.

The implementation of computer generated speech into the program is exceptionally well done. First Byte's packaging touts them as "The World's Leader In Software Speech Technology". From what I've seen in this program, their claims appear to be justified. The ability of a friendly voice to counsel and encourage the youngster goes a long way towards aiding the learning process. It is to the credit of First Byte that while implementing the speech feature, they didn't let their egos get the better of them. They wisely chose to allow the user to turn off the voice if they so desired. An excellent move that further underscores the professionalism with which this program was designed and implemented.

MathTalk is designed for ages 5-13, and is just one of several educational programs in their line. Also available are MathTalk Fractions, Speller Bee, and Kid Talk in the 5-13 age range. For those aged 3-8, First Shapes and First Letters and Words are available, with First Numbers and First Stories on the way. Based on the implementation of MathTalk, I wouldn't hesitate to recommend any of First Byte's products. They have obviously taken the time to do the job right.

If you have children of school age, you absolutely owe it to yourself and your children to investigate the full First Byte line. Bear in mind that these programs will not take the place of either the school or the parent in the learning process. Rather, as they should, programs like these make the learning process more enjoyable and rewarding for everyone. In our highly competitive world, our children need all the help they can get in becoming better educated and learning to think for themselves. MathTalk and all of First Byte's educational software can give your children a tremendous head start on their way to becoming a productive part of our world. That is something that no one can put a price tag on.

Our thanks to Demetrius Stomatiou for his invaluable help in putting MathTalk through it's paces, and our thanks to First Byte not only for their excellent product, but for their continued support of the Atari ST line. We are all richer because of it.

World Karate Championship by Epyx

An ST Review by Bob Carpenter

World Karate Championship by Epyx
P.O. Box 8020
Redwood City, CA 94063
List Price: \$39.95

I had read 2 or 3 reviews of this game before actually buying the game myself and the words "most eye-popping graphics for the ST" kept appearing. I don't know about you, but when I hear about something fantastic for the ST, I'm just a little skeptical. However, when I saw the game for only \$26.95 at the store at Oshkosh that I shop at, I decided to take a chance on it.

When I brought it to my dorm room to try out on my ST, I was hardly disappointed. I already had the Apple version of the game, so I knew how the game worked. But the Apple version didn't look anything like this. While the game is booting, you're entertained with a simply fantastic demo. You really have to see the demo to appreciate it.

Once the game is booted, you start out in a city (8 possible international settings). The cities, shown in lavish detail, have some very nice touches. For instance, there are always at least 2 other things in the picture moving besides the karate combatants. Now that you are ready to play the game, the joystick is used to move your combatant. There are 16 possible choices to use to fool your opponent (either the computer, another person, or 2 people against the computer). You beat your opponent in each round by getting two full points for kicks. The judge for the point values is a little guru (no, not the Amiga guru!) that sits between the combatants and tells who gets the points for the kick and how much it is worth. It would have been nice to have

digitized sound for that instead of the cartoon balloon that is used, but that's getting very picky. You keep moving up rounds until your opponent gets two full points on you, then the game is over.

However, if you get 25,000 points or more, you will be saved onto a hall of fame along with your name and belt color when you died. Unfortunately, this is when the documentation becomes less than sufficient. Unlike the Apple version, no mention is made of your current belt color. I thought it might be shown on the combatants at the top of the screen, but it doesn't seem to be. In addition, the documentation doesn't tell you that the hall of fame will only show up after you get a score of 25,000 or more. The Apple version hall of fame showed up after each game.

Please don't get the idea that this is a simple port with just improved graphics. Epyx (or more specifically, Andromeda Software) has put some improvements in this version over its 8-bit counterparts. The big improvements are instant replay, where you can replay how you outwitted the computer (or vice versa) and the ability to slow the game down. Be warned, even at the slowest mode, it didn't seem all that slow to me.

Frankly, what complaints I do have are with the documentation and not the game itself. It is unfortunate that after spending so much time on the game itself, they didn't spend a little more time on the documentation. However, it's not a major flaw because it is easy to play the game with the existing documentation.

Now, if I can just beat that top score...

Micro League's WWF Wrestling

An ST Review by David Friedel

WWF Wrestling by Micro League Sports
2201 Drummond Plaza
Newark, DE 19711
Overall Difficulty: Medium
Overall Rating: Great!
Price as tested: \$25.00

The WWF is a world renown wrestling association. Recently Micro League Sports (Of Micro League Baseball Fame) and the WWF teamed up to bring the computer wrestling fanatic a "real-to-life" wrestling simulation. The finished product is a masterpiece called Micro League WWF Wrestling.

The game is simple, bash the crud out of your opponent, until his power points are completely gone, and then pin him. Simple enough for a three year old, eh? But the way that Micro League goes at it is what counts! Digitized Visual Action is what the package says, and that's what you get. Digital pictures of Hulk Hogan, Randy "Macho Man" Savage, or "Mr. Wonderful" Paul Orndorff, in the middle of a rough match. The pictures are REAL, and they even move! Frame by frame, Savage lays a thundering punch on Hogan, frame by frame Hogan pounds Orndorff's head into a turnbuckle. What more could a kid ask for? The game, pictures and all are loaded into RAM before the actual game is started. Then when the fighting begins there is a short delay before the next frame begins. So it is like you are watching a real wrestling match on your computer!

Before every match, a short bald-headed guy called Mean Gene Okerlund talks to the wrestlers about the match. Before every match the screen lights up and displays "UPDATE" just like the TV show, then cuts to Mean Gene talking to the

Hulkster about the match! Questions and replies, even Hogan showing off his "24-Inch Pythons". (Biceps) This is an extremely funny and enjoyable part of the game, and a nice addition. The game then goes to the introduction screen where the announcer introduces the wrestlers, including the theme music! Talk about having it all!

Finally, the match begins. On the right and left of the main digital display are the choices of moves that the wrestlers can do, and their damage points. (Which always start out at zero.) By using the mouse, joystick, or keyboard, you move the highlighter up and down until you find the move you'd like. When you find it, press the button and wait. Then the computer determines, through the amount of damage the wrestler has taken, or the power he has left, whether or not the wrestler succeeds in his move.

There are four different types of moves: Basic, Major, Super, and Block. Basic is like your normal punch, and almost every wrestler can do the same moves. Major is the specialized move that only that wrestler can do. My favorite of these is Randy Savage's Flying Body Block. Not only does it look good on the digitized screen, but it is a great move! Super is the finishing off move. If this move is successful, the wrestler who does it goes for a pin on the other wrestler. It too is a special move, and it can cause up to 6 points of damage. Block is a defensive move. It doesn't inflict any damage against your opponent, but you will get a -2 on your damage points. Damage points are the amount of damage your man has taken. Wrestlers can take over 100 damage points, but once they reach 100 damage points, they have absolutely NO power points left. (They are on the verge of a coma, I think!) When they have no power left, then you can go for a pin and win the WWF Championship Belt!

MilAtari ST PD Library Update

"Doc" Wilson Prepares For Sainthood!

MilAtari Ltd. ST Public Domain Library Disks are available to all members at a price of \$3.50 per disk. All programs and files on these disks have been released into the Public Domain and the disks are normally filled to single-sided capacity. The charge for the disks covers the cost of the media and handling with all proceeds going to support the activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration, however, no warranty is expressed nor implied as to their content or usability. Defective disks will be gladly replaced.

SPECIAL OFFER!!!

In order to encourage purchasing of the entire Eamon series, for the January meeting only, we will offer Disks 137, 138, and 139 for a combined package price of \$9.00. That is \$1.50 off the cost of the disks if purchased separately. The documentation files on Disk 139 are particularly helpful when playing the Eamon series, as they relate to bugs found and file arrangement on each disk. If you purchased all 3 disks, you would therefore get the Eamon Master Disk files with the Beginner's Cave, the Designer Disk files, 5 additional adventures for Eamon, 9 other games, and 6 scenarios for Flight Simulator II. Such a deal! Remember, though, the \$9.00 price is only for the January meeting.

While the kids are busy with this month's game disks, you may wish to prepare for next month by looking around for a printer, if you don't already have one. Next month's disks may be what finally makes it worthwhile to get one. We will be featuring a GRAPHICS SPECTACULAR!!! The premier disk with be the MilAtari Printmaster Borders Disk. This will be a disk filled with borders for use with Printmaster. Many of these borders were designed by club members, so they are not available elsewhere. In addition, we will have new Printmaster icon disks and possibly a disk of graphics-related utility programs.

We will also have, assuming no last minute glitches, the MilAtari Coloring Book Volume I - Cartoon Characters. These will be pictures which can be dumped to the printer and then colored. These pictures are being developed by Dave Mumper with the aid of his image scanner and some old coloring books. If you have any requests for themes of future editions or have any uncolored coloring books you wish to donate to the cause, please contact either him or me about it. Hey,

Programmer's SIG! How about a public domain program that lets you color in the picture on the screen and then save it! Are there already programs that do this? If so, which is best? Let me know, and I'll include it on future coloring book disks.

ATTENTION PC-DITTO OWNERS!

IBM PROGRAM DISKS UPDATE NOTICE:

I'm currently working on converting the IBM disks currently in our library (Disks 119 & 120) to single-sided format. IBM disks are normally all double-sided. Thanks to Rich Dankert's help, however, I'm able to now configure them to single-sided format, so those of you who do not yet have double-sided drives will be able to use them.

For those of you who are interested, a new version of PC Ditto has been released. It now supports monochrome monitors, clock cards, and more. More and more Power without the Price!!!

MILATARI PROMO DISK UPDATED

Version 1.3 of the MilAtari Promotional Disk has been released. The major change from Version 1.2 is insertion of the Wheel of Fortune program with 6 game files in place of Score Four. In line with our update policy, if you purchased the promotional disk and wish to have it updated, bring the original club disk to the meeting. For a \$1.00 service charge, we will copy the new version onto your disk.

This month we have a 5-DISK GAME BONANZA!!! Did you have to spend all of your hard-earned Christmas money on dull things like clothes or toasters? If you have even a modicum of money left, you can make up for it with some exciting game disks to be offered at our January meeting!

DISK #136

GAME DISK

- | | |
|-----------|---|
| AZARIAN2: | Azarian V0.87 - A space strategy game with arcade speed. Now has keyboard support, homing mines, shield utilization, and offensive action by basestar. |
| CAR: | Driventure - Overhead view driving game with the goal of staying on the twisting road as long as you can. |
| ELIM: | Elimination - Computerized version of the card game. Compete against 6 computer players in this game of luck and skill. |
| MOTOR: | Motorcycle - Motorcycle simulation where you control cycle through courses you create. Features speedometer, road warning signs, and realistic sound. Create course data files with word processor. |
| YAHT: | Triple Yahtzee - Colorful computerized version of this popular dice game. |

January PD ST Listings continued next page.

January ST PD Listings continued

DISKS 137 & 138 GAME DISKS

EAMON ROLE PLAYING/ADVENTURE SERIES:

Eamon is a text-oriented role playing game system ported over from IBM/Apple II. Player enters the Free Adventurers Guild and then sallies forth to do battle with monsters and find treasures. In role-playing games, the goal is not to "win" the game, but to build up your character. Both disks 137 and 138 contain all of the Master Disk files, including the Beginner's Cave. Players must gain experience in the Beginner's Cave before moving on to other adventures. Additionally, disk 137 contains the Death Star, Quest for the Holy Grail, and the Subaquan Laboratory adventures. Disk 138 also contains the Zyphar Riveradventure and programs for writing your own Eamon adventures.

DISK #139

GAME DISK

DEVTOMB: The Devil's Tomb, another adventure for the Eamon Game Series. You must have either disk 137 or 138 to play this adventure.

EAMON2_0: Additional documentation files for the Eamon Game Series.

KIDSONG: Assemble character by choosing body parts made up of various types of food shown on an icon menu. Song verse plays after each selection.

FLIGHTII: Six PD scenarios for Flight Simulator II.

MAGNON: An adventure game you are guaranteed to win.

MCOMAND: Another PD version of Missile Command.

PANIC: Shoot down the bouncing saucers.

SCORE42: Score Four V4.2 - Based upon the commercial board game Connect Four.

WARZONE: A 2-player game of artillery. Set angle of gun and shell charge, and fire at the other player's gun.

WOF_FILE: Four game files for Wheel of Fortune Clothes 1, 2, 3 & 4.

YAHTZEE2: Version 2.0 of the computer version of the board game Yahtzee.

YOG: Yog V 2.10 - Pente for the Atari ST. Play against the computer or against another person.

DISK #140

GAME DISK

Your latest adventure game has got you pulling your hair out? This disk may be the answer if the program in question is Autoduel, Barbarian, Colonial Conquest, Road War, Rogue, Time Bandit, Ultima II, or Phantasie I, II, or III. This disk is packed with "cheat" programs and file editors for these commercial programs that will give you the edge. Sure it's cheating, but I won't tell if you won't!

Dennis Wilson
ST Public Domain Librarian

8-Bit PD Update

HELLO ALL!

By the time you receive this, Christmas will have come and gone, and it's a new year. Children are playing with all their new toys, and folks have made resolutions destined to improve their lives. It is on that note that I state the following:

During 1988, each month we will release at least one new disk, or program on a disk, that was written or coordinated by one of our fine members. But wait, there's a catch, I absolutely positively must have help to carry out this goal. Yes folks, you got it, that means you! I need to receive programs written by you, or a data base coordinated by you with valuable data, or...??? anything your big generous heart can give!

In keeping with this theme I am extremely proud to announce our two new disks for this month.

COPYALL2.OBJ:

Written by our own Vice President, David Mumper. This program is without a doubt the finest sector copier I've ever used. Trust me when I say I've tried a lot, being that I make over 100 copies a month for the club library! This sector copier can use any density and options include, automatic formatting, write verify and source and destination drive number input. It does require a translator disk loaded without basic.

MilAtari Disk Library/ANALOG Data Base:

Coordinated by member and author of many fine reviews, Tom Johnson. This is a data base of the MilAtari 8-bit library. Each file section contains 255 headings, where each heading is an individual program. There are six file sections: disk 1 to 14, 14 to 25, etc. Files may be called up in many ways including by name, disk number, date or even by the type of program.

Thanks guys! It is efforts like this, that makes our group the fine club that it is. We'll see you at the meeting!

Tom Bardenwerper
8-Bit Public Domain Librarian

Need Help?
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(414) 781-5710

For The Last Time...

Ltd. Perspectives by Jim Morales, Editor

The first rule of order when it comes to lambasting someone is;" Before you start, make sure your own house is in order." Sound advice. Although I had fully intended to rake a certain software house over the coals this month, the first rule of order prevents it. Perhaps another time.

As Bruce indicated up front, MilAtari Ltd. is on a roll. We've got on-going projects and services for our membership that are second to none. This is not solely the doings of the present administration. As with all good things, we build upon the efforts of those who have gone before us. The debt of gratitude that we owe to Gary Nolan, Dave Frazier, Ron Friedel and others is staggering. We would not be where we are without their efforts and foresight.

Still, despite our on-going efforts, major successes, and continual efforts to solicit feedback from the membership, there are those who find the need to say that we are not doing enough. By and large, the majority of those voicing such opinions are not members of MilAtari. Some, however, are. Typically, complaints of lack of support are coming from 8-bit owners. Quite frankly, no matter where or who it's coming from, anyone expressing such an opinion is doing nothing more than displaying their ignorance.

As with our President, this is the last time that any club resources will be used on this matter. Once and for all we will lay to rest this stupid claim that MilAtari doesn't support the 8-bit community. It never was true, and it most certainly is not true now. So as to ensure that everyone understands my utter contempt for anyone holding the "nonsupport" opinion, I'll refer to them as befits their station. The word "punk" will do nicely.

In point of fact, we are making larger and bolder steps now to support all aspects of Atari-dom than we ever have before. Of course, the punks haven't bothered to even ask what we're doing, let alone show up at a Board meeting. No, that would require too much effort. It's far too easy to sit back and guess, than to take the time to find out what's really happening. Punks are real good at taking the easy way out. So, for the punks, here's a few quick lessons in reality.

Punk Lesson #1: Since I took over the duties of this job, the ratio of 8-bit/ST articles has been roughly 45/55. Not bad considering that three times as much ST software was released last year versus the 8-bit. No reasonable human being could look at those figures and espouse a nonsupport opinion. Still, I won't be happy until it's 50/50, and you'd better believe I'm working on it.

Punk Lesson #2: Our 8-bit librarian is now getting more support than ever from all the board members. Each and every one of us is committed to scouring each and every service we're on for the latest 8-bit PD software. Further, the commitment has been made not to put out library disks unless there's something worthwhile to put on them. That's right punk, we're not here to take your money and deliver garbage. So if you don't see as many new PD disks in the 8-bit section as the ST, it's not due to nonsupport, the stuff just wasn't there.

Punk Lesson #3: As all will see when the revised by-laws are presented in next month's issue, provisions have been made to add to our elected officers, the positions of Vice President/8-bit and Vice President/ST. Why? Because we have recognized the need to further support the individualized needs of those respective areas. By having one person responsible for each group, more can be accomplished. How's that for nonsupport, punk?

Punk Lesson #4: In the near future, MilAtari Ltd. will be undertaking a massive outreach effort to all Atari owners in SouthEast Wisconsin explaining not only the benefits of becoming a MilAtari member, but to explain to the new XEG owners that they have more than just a game machine. That's right punk, club money being spent to explain to folks that there's more to the XEG than just Flight Simulator II.

That's enough lessons for now, punk. There's lot's more, but we don't talk about things unless we're sure we can deliver. Which is a great deal more than I can say for you. Which brings me to another point. Why is it that none of you punks have the fortitude to show up at a Board meeting and make your so-called "statements of fact" in front of the people you accuse? Oh, that's right, that would take some effort and require you to get involved. I'm sorry I even brought it up. Involvement is a 4-letter word to your kind. You haven't reached the level of maturity that dictates that if you're not happy about something, then you ought to attempt to rectify the problem from within the system. Too bad, because we really are rather agreeable folk and more than willing to listen to reason.

No, instead of getting involved, you take cheap shots from behind phony names on BBS's, gripe about people behind their back, and rattle your swords about starting your own user group. Just for your information punk, of the 30 or so user groups that have split into separate 8-bit/ST groups in the past year and a half, only two still exist. Now, you're probably too self-serving to understand the phrase; "United we stand...", so trust me, it's been said by much wiser men than I, and it's true. If you're still not convinced, try this one; "A house divided...". You'll probably have to look that one up too, but who knows, you might actually learn something.

Gee, all of this is rather nasty sounding, and it sure is a pain to have to start off the New Year this way. But you know what, punk? It's worth it. Why? Because we DO care about the 8-bit, and we'll keep supporting it even after Atari stops making them, should that unhappy day ever come. We'll keep supporting it not because we have to, but because we want to. There's a big difference.

What you punks don't understand is that for a lot of us, the 8-bit was our first computer. Those of us who didn't sell them to get an ST still have them and use them. It's like your first girlfriend or first car, it's something you never lose touch with. Call it sentimental, call it pride, call it whatever you'd like, but the 8-bit was, and is, our first love.

Many of us have the same feelings for this lady we call MilAtari Ltd. Now, this lady may not be perfect, and she may need some help from time to time, but she's one of the best. She's been around longer than most, and she's got some great people working for her, with more on the way. She's helped a lot of people, and she's not about to stop now. Unfortunately, she has a real low tolerance for punks. Especially punks who shoot off their mouth when they don't know what the hell they're talking about. As of now, she's all done wasting her time on bozos like you.

So wise up punk, or get lost.

User Group & Newsletter Information

MilAtari Ltd. The Milwaukee Area Atari User's Group

MilAtari Ltd is an independent user education group which is not affiliated with Atari Corp. The newsletter MilAtari Ltd. Edition, is the official publication of MilAtari Ltd., and is intended for the education of its members, as well as for the dissemination of information regarding Atari computer products and related merchandise.

MilAtari membership is open to individuals and families who are interested in using and programming Atari and other types of computers. Membership includes a subscription to this newsletter and access to the club libraries. Annual membership is \$20.00 for individuals or \$25.00 per family.

MilAtari Ltd. also operates a 24 hour electronic bulletin board service. This service is available to all computer users at no charge and is for the sole purpose of exchanging information and public domain programs for Atari personal computers. MilAtari Ltd. maintains a strong anti-piracy policy with regards to computer software. The BBS functions at 300/1200 baud and can be reached at (414) 781-5710.

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